Screen pictures shown
may be different machine
versions of game.

MICRORHYTHM

FIREBIRD

Dig the beat on this great digitised drum machine.
Schlag' den Takt auf dieser phantastischen digitalisierten Trommelmaschine.
Laissez-vous envahir par le rythme avec ce tambour mécanique numérique.
Batti il tempo con questa fantastica macchina-tamburo digitizzata.
Capta el redoble en esta grandiosa máquina, digitalizada, de tambores.
Vær med på noderne og slå beaten på denne fantastiske trommemaskine.
Sla de beat op deze machtige gedigitaliseerde drummachine.
KEYBOARD ONLY

5 012439 001065
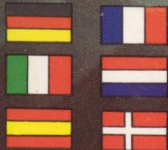
CBM
64/128

SILVER
199
RANGE

COMMODORE 64/128

MICRO RHYTHM
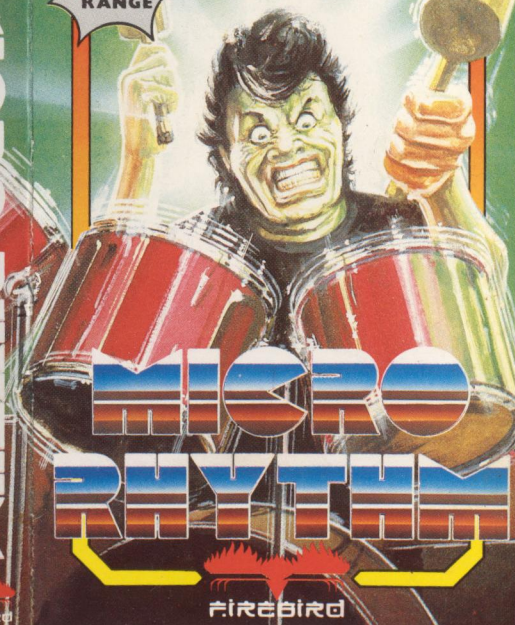
FIREBIRD

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The Happiest Days
   of Your Life
Gyron Arena
Bombscare
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Kings Keep
Spike
Star Firebirds
Olli and Lissa

Amstrad
Spiky Harold
Thrust
Harvey Headbanger
Ninja Master
Collapse
Bombscare
Wild Bunch
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* Correct at time of printing

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MICRORHYTHM

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WHAT IS MICRORHYTHM?

MICRORHYTHM is a unique program which places at your fingertips, a complete set of percussion instruments. You may 'play' the instruments in 'real time' or write bars of music to play back another time.

Each sound has been carefully sampled from the 'real thing' to give the most realistic sound possible . . .we know you'll be impressed!

When the sounds are playing, the screen on your Commodore will go blank. This is to help give the clearest definition possible, so don't worry . . .it's quite normal.

LOADING

COMMODORE 64 OWNERS
1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS
1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

HOW TO USE MICRORHYTHM

It may take you a while to get used to the many possibilities of MICRORHYTHM, but once mastered, it is surprisingly easy to use. Once the program has loaded, press F1 and then the S key: this will play a demonstration piece to show you just what is possible. Press S again to stop the demonstration.

There are THREE modes within MICRORHYTHM; Song Write mode, Bar Write mode and Real Time mode. To enter Real Time mode, simply press F3. You may now play the instruments detailed below, but be aware that nothing you play is actually recorded in memory:

Q=Base Drum	Y=Rim	P=Hi hat cymbal–closed
W=Snare drum	U=Cow bell	@=Hi hat cymbal–open
E=Tom tom 1	I=Clap	*=Crash cymbal
R=Tom tom 2	O=Tambourine	↑=Gong
T=Tom tom 3		

Press S again to exit Real Time mode. Now press F1, and you will enter Bar Write mode. Press S and the computer will play just the bar displayed. A Metronome will 'tick' to help you keep time. To insert an instrument sound into the bar, use the same keys as for Real Time mode.

Here is a summary of the keys used in Bar Write mode:
S=Start/stop bar play
SPACE=Enter a space at the cursor
L/R ARROW=Move cursor right
U/D ARROW=Move cursor left
1-9=Change bar number
F=Flam this sound
+ −=Increase/decrease pitch
<>=Increase/decrease tempo
C=Copy bar
[|=Increase/decrease bar length
G=Increase flam time
D=Decrease flam time
M=Metronome ON/OFF

The term FLAM means 'echo'. What actually happens is that the sound is played twice. The delay between the first and second sound can be altered for that bar by pressing D and G. It is important to notice that this and the tempo can only be altered for the WHOLE BAR, not for individual notes unlike say, the Pitch of a sound which you can alter individually. Try practicing a few simple bars by slowing the tempo to, say 40, and with the bar playing (the cursor will be moving from left to right through the bar) clear all sounds from the bar by holding down SPACE. Listen for the metronome. If it's switched off, press M to start it again, this will help you to keep time. Now enter a couple of sounds using the same keys as for Real Time mode, trying to keep in time.

Remember, the best way to get to grips with MICRORHYTHM is to experiment.

Once you have written a bar, you may wish to COPY it to another. To do this, select the bar you wish to copy (using the number keys) and then the bar you wish to copy into. Press C twice, and the bar will be copied. When you have written a series of bars you will probably want to play them in a certain sequence to play a 'tune'. To do this, enter the Song Write mode by pressing F1 (from Bar Write mode).

There are FOUR sequences or SONGS which you can access, by pressing keys A, B, C, or D. You can move the cursor left or right through the song with the cursor keys. Keys 1 to 9 will select a bar indicated at the top of the screen. To insert this into a song, simply press RETURN. The INST/DEL key will delete the bar under the cursor. To listen to the song, press S, and press it again to stop it.

Finally, you will wish to save your masterpiece to tape, for reloading another time. To save a sound set, press F7. To load a sound set, press F5. The SAVE/LOAD option is only available from Song Write mode.

When you have completed your masterpiece, you will probably want to save it. Pressing F7 from Song Write mode will save the complete sound set. Press F5 to load a previously saved set.